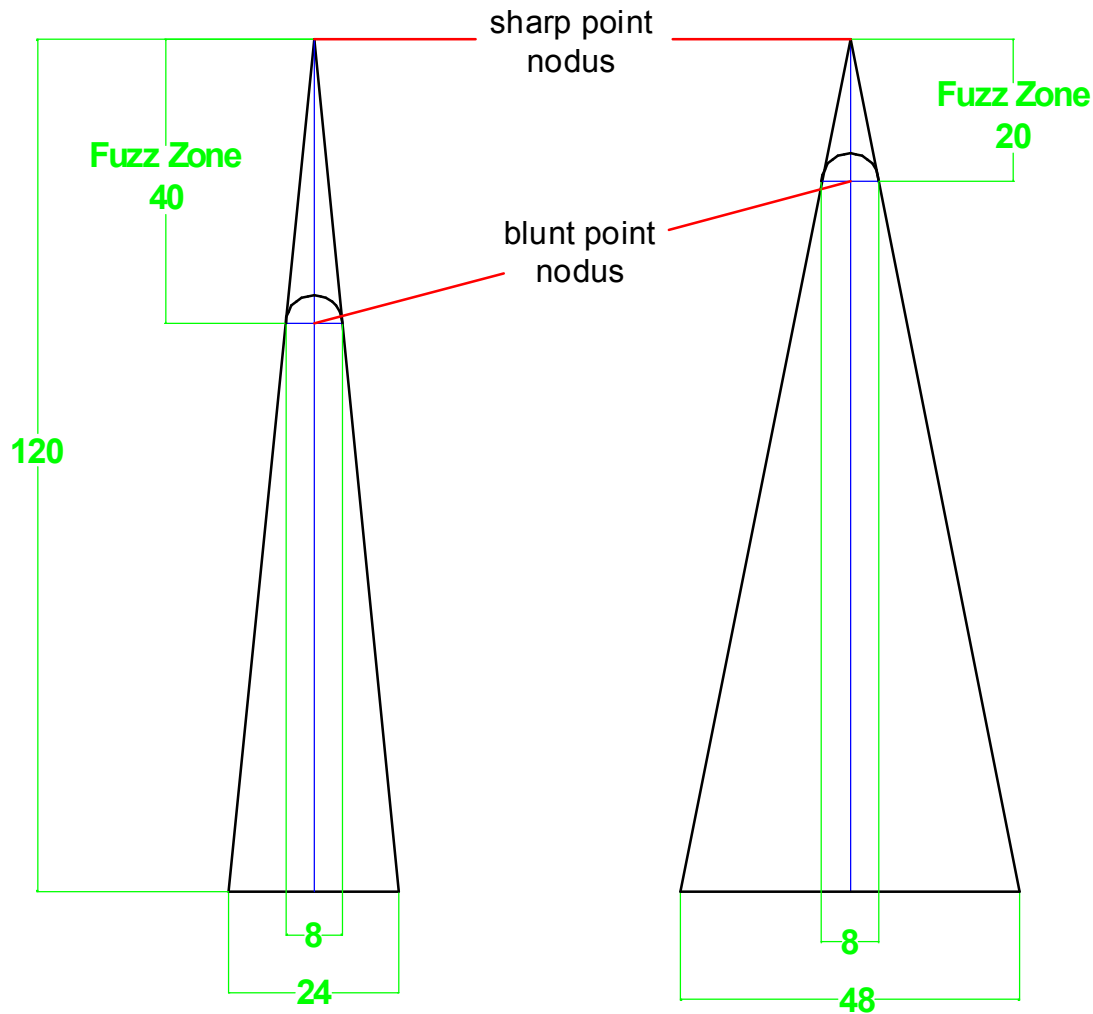
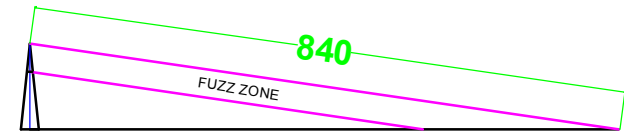


Cone Nodus Design Improvement by Blunting and Widening



NARROW CONE

WIDE CONE



Example:
 Maximum Shadow Projection Distance: 840"
 Fuzz factor = 105/1
 Minimum Nodus Diameter = $840/105 = 8"$

Problem:
 The sharp tip of a narrow cone nodus casts a shadow that is invisible when the shadow is long, giving a false sundial face reading for the location of the tip's shadow.

Solution:
 Blunting (rounding off) a cone's sharp tip so that its diameter is equal to the minimum diameter of the nodus nearly eliminates the fuzziness of the tip's shadow and moves the nodus further down the cone's long axis.

Widening the base of the cone decreases the amount of blunting needed.

The best cone nodus is wide and blunt.